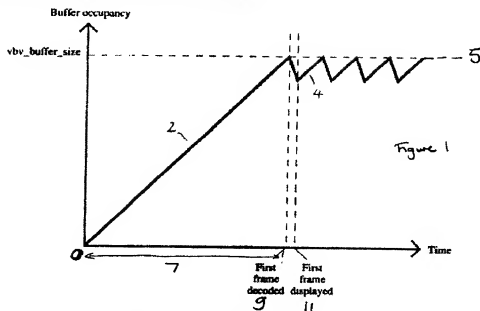


Prefill level obtained from vbv\_buffer\_size



Prefill level obtained from frame separation

